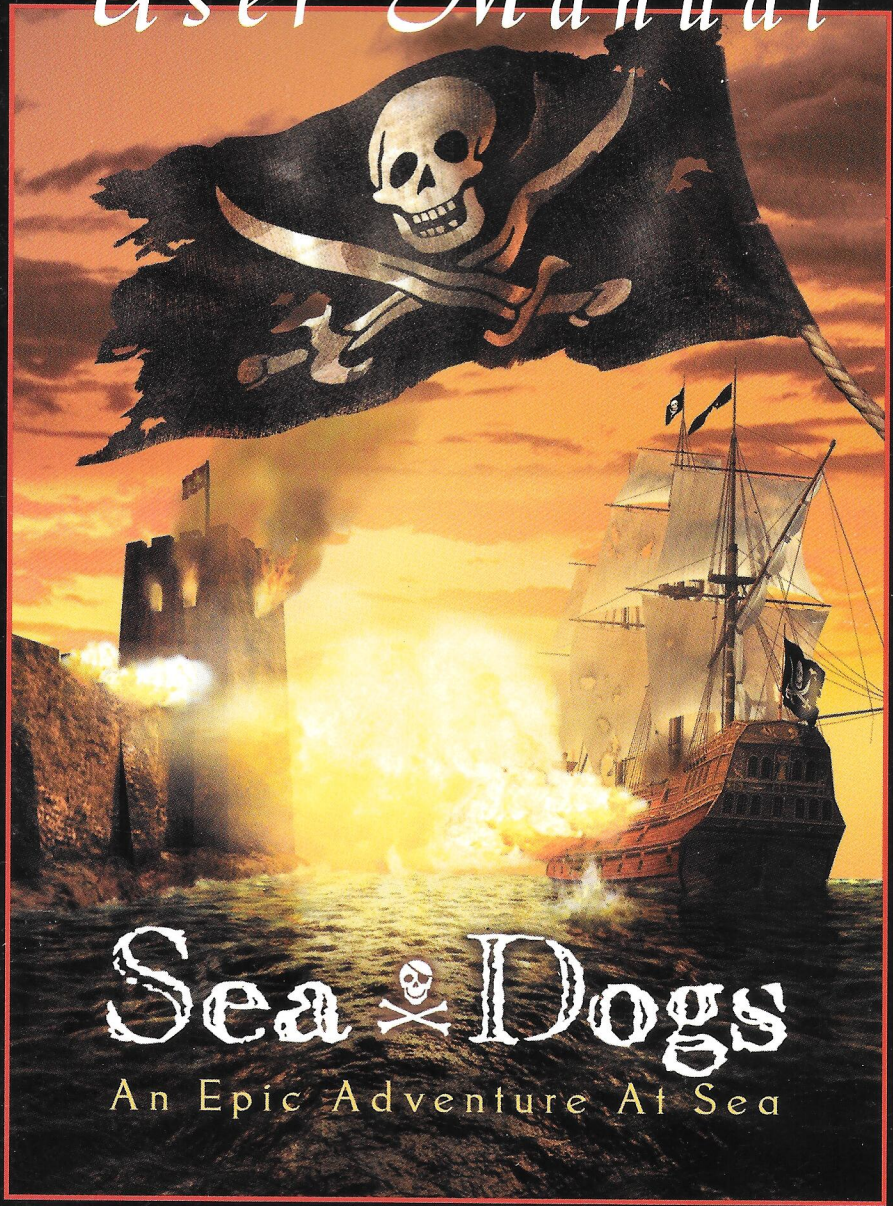
User Manual



Sea Dogs

An Epic Adventure At Sea

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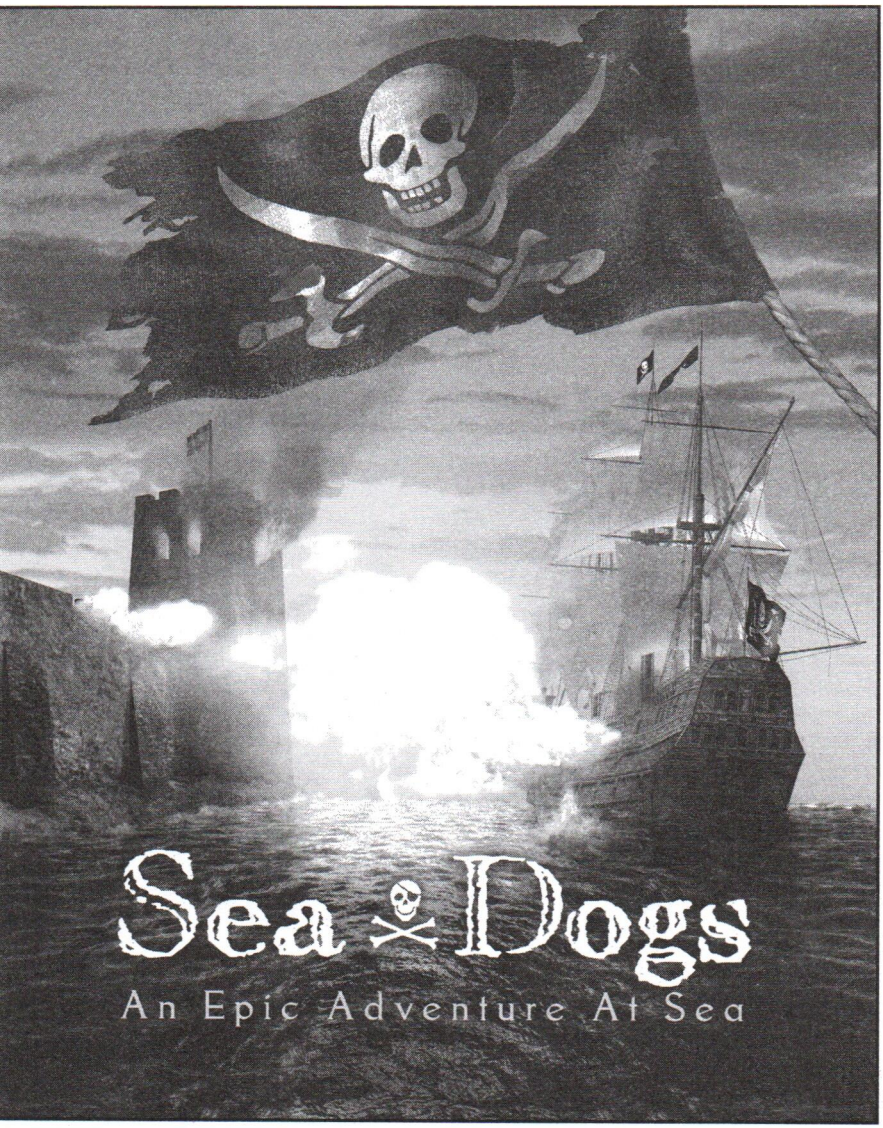
Akella™



User Manual

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Contents

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One CD-ROM disc

One User's Manual

One Warranty Registration Card

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System Requirements

Pentium II 233
64 MB RAM
3D accelerator card
650 MB on Hard Drive
Windows 95/98SE/98/2000

Installation

To install ***Sea Dogs***, insert the game CD into your CD-ROM drive.

If AutoPlay is enabled, the installer splash screen appears. Click on the Install button and follow directions.

If AutoPlay is not enabled and no installer splash screen appears, double-click on My Computer on the desktop and then double-click on the icon representing your CD-ROM drive. Then, to install, double-click the file called Setup or Setup.exe in your CD-ROM directory window.

To Play Sea Dogs

A shortcut to ***Sea Dogs*** is also placed on your desktop during installation. You can also launch the game from the folder where ***Sea Dogs*** was installed. The default folder is C:\Program Files\Bethesda Softworks\Sea Dogs by default. Installer automatically adds a ***Sea Dogs*** icon into Windows Start Menu. If you want to completely uninstall ***Sea Dogs*** from your system, click the uninstall option from the Start Menu or from the folder where ***Sea Dogs*** was installed.

Main Menu

he main menu will appear after the intro videos whenever you load ***Sea Dogs***. ou can also access the main menu during the game by pressing the Esc key. he Main Menu contains the following options:

ew Game	Begins a new game.
ave Game	Save your current game.
oad Game	Load a previously saved game.
esume Game	Returns you to your current game if you accessed the main menu while playing.
ptions	Access the audio and video setup menus.
redits	View the credits for the game.
xit Game	Exit Sea Dogs and return to Windows.

Options Menu

ote: If you make any changes to the options, you must click the Apply button r the changes to take effect. If you do not click the Apply button before iting, no changes will be made.

Video Options

Resolution

ea Dogs works in any resolution from 640x480 to 1280x1024. You can ange the resolution the game runs in simply by clicking on your choice.

amma Correction

orrect gamma for a brighter or darker screen by using the slider.

Full Screen Anti-Aliasing

kes advantage of higher powered graphics cards to provide cleaner, more isp graphics.

ow Detail Textures

nproves game performance on slower machines.

ound and Music Options

you want to turn the music or sound FX on or off, use the appropriate eckboxes. You can also change volume of music and sound using the sliders.

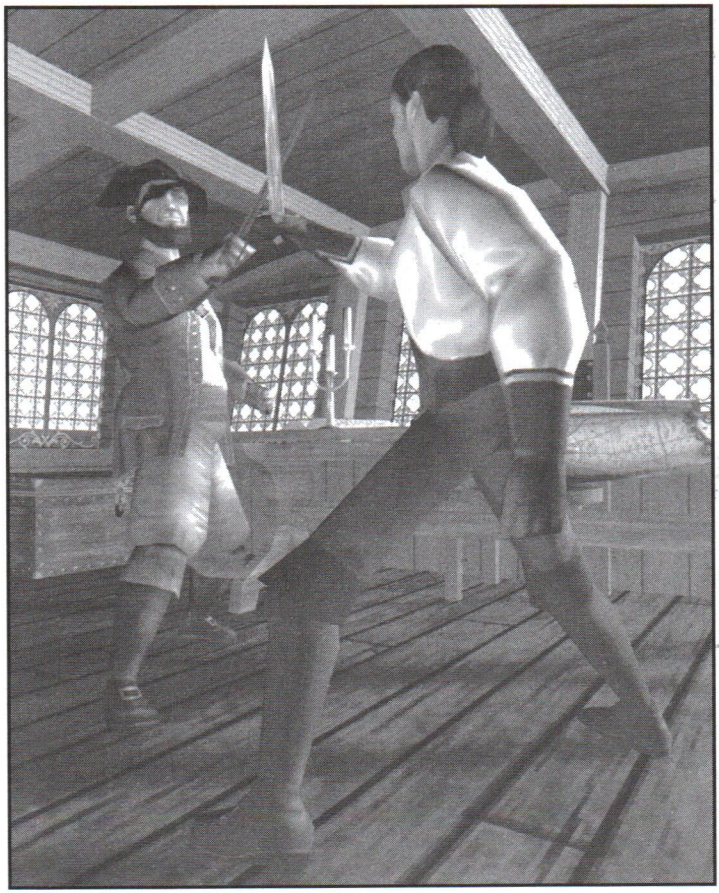
ontrols Setup

his section allows you to customize and save your own control configuration. r a complete list of default controls, see Appendix I of this manual.

What Are Sea Dogs?

"Arrrgh!"
--Unknown Pirate

Sea Dogs is a role-playing game that takes place in a large group of islands, called the Archipelago, during the Age of Sail. Although the Archipelago doesn't actually exist in real history, ***Sea Dogs*** reproduces the situation of the middle of the 17th Century, when European superpowers fought for control over colonies in the Caribbean and the riches they held. In ***Sea Dogs***, you take command of a ship and its crew, sailing the seas looking for adventure. You'll swordfight with other captains, accept and complete quests, chase rumors of dangers and riches, and change allegiances amongst the four sides in the game as you see fit. You have the ability to obtain power greater than the toughest captains in human history ever dreamed of.



Nations

The following profiles will give you a general idea of each side's disposition towards your captain at the beginning of the game. However, it is important to note that once you choose to accept a letter of marque from one of the nations, the other nations will immediately change their opinion of you...probably for the worse. Aligning yourself with one of the four Great Powers has serious consequences. For example, the ports of enemy powers are closed to you. However, once aligned with a Great Power it is possible, albeit very difficult, to change sides.

The English

Relationship with PC

The English are the first people Nicolas meets in game. He finds himself on the island of Highrock, where he sailed to acquire an English letter of marque. However, Nicolas may choose not to accept a letter of marque with England, preferring first to explore other opportunities on other islands.

Features

Englishmen are well known as good shipbuilders. They produce the best war vessels in the world. On English islands, you'll be able to buy even the greatest of warships for a good price. You'll also be able to hire experienced officers there as well. English trade convoys are often well guarded with medium class ships, but usually only a few of them. Generally, English islands in the Archipelago are situated to the south.

Trade

English islands produce rum, coffee, chocolate, and tobacco in large amounts. As shipbuilders, they are always eager to buy sailcloth, planks, and mahogany for ship decoration and construction. In addition, their rum distilleries tend to buy a lot of sugar. As their colonies are to the south of Archipelago, their climate is not so good for producing wheat, so they are forced to import it.

The French

Relationship with PC

At the start of the game, the French are favorably disposed towards your character. If you wish, instead of taking the English letter of marque, you can sail to any large French island and receive a letter of marque.

Features

Frenchmen are well-known as gunners. They often produce higher-class ships and their trade convoys tend to be large and well-guarded. French islands are located in the northwest part of the Archipelago.

Trade

French colonies produce wine and linen, and they export them as well. From the continent they receive wheat, which they also export to other islands. They tend to import mahogany, planks, chocolate, sugar, and tobacco, because these goods sell well on the continent.

The Spanish

Relationship with PC

Nicolas does not get along well with Spaniards, and the hatred is mutual. Since Nicolas escaped from Spanish captivity and stole a ship, the Spaniards feel nothing but hostility towards him, and still seek revenge. However, it is possible to obtain a Spanish letter of marque after buying amnesty for your past transgressions.

Features

Spanish ships tend to be heavy and slow. They often sail galleons and caravels as trade vessels, using them for their great holding capacity. Spaniards will trade al over the Archipelago and are always greedy for gold. Since they were the first discoverers of the Archipelago, their colonies are often overpopulated and full of sailors seeking work. In a Spanish colony, you'll always be able to hire numerous crewmembers.

Trade

Spanish colonies export all sorts of wood (e.g., mahogany). Because slavery is widespread on Spanish islands, they also produce sugar on their huge plantations. Among the trade goods they import are coffee, wine, rum, and tobacco.

The Pirates

Pirates settled in the Archipelago long ago – just after Europeans came to the islands. Since the Archipelago is a large trans-shipment base between the continent and the Western colonies, it was an attractive place for pirates to make a living. It is said that the man who did pirates the greatest service in the Archipelago was Malcolm Sharp. He established a series of hideouts, and after his mysterious disappearance, the largest of these hideouts grew into an independent settlement that is said to be somewhere to the southwest.

Relationship with PC

Pirates will treat Nicolas as their ally or foe, depending on your actions. They can occasionally give you quests, try to kill you, or make you an ally – such is the fickle nature of pirates.

Features

Pirates have no official authority figures, only the leaders they respect for their power, bravery, and wisdom. As a result, pirates can be compared to a pack of wolves, where the strongest of the pack rules. They can attack each other and sink each other's ships without fear of punishment. However, they do have one unwritten rule: no fighting while ashore. This is dictated by a captain's responsibility for his crew. If a pirate captain is ready to risk his life, then he should be ready to risk the lives of his crew. If he loses his life, he lets them down by leaving them without a leader.

Governors often use pirates as hirelings – at least the ones who agree to be mercenaries. Some pirates believe such service is a dishonor for real Sea Dogs. In general, the pirate community is a blind and mindless force, greedy for money, which can be used for good or bad intentions. Governors would probably get rid of pirates if it was possible, but they need pirates for their dirty dealings.

Trade

Pirates rely heavily on trade because they plunder merchant ships as a way of life. The terms "import" and "export" are not applicable to pirates. Pirate colonies are at the center of any number of illegal activities. You may find slave dealers buying captured people and selling them to Spaniards, or smugglers using these colonies for storing stolen goods. Pirate colonies may or may not have shipyards and shops, with shopkeepers who are often retired pirates or invalids respected by brothers-in-arms. They have their own ways to sell the looted goods back to the civilized world.

Your Captain

Experience & Rank

At the beginning of the game, your captain, Nicolas, is a Captain 12th Rank. Captain's rank works in much the same way as ship classes...the higher the number, the lower the rank. While playing the game, Nicolas proceeds towards the 1st (highest) captain rank. Higher ranks are achieved by receiving additional experience points, and allow you to command higher-class ships and acquire more skill points. You will be able to command a new ship class for every two levels you go up in rank. In addition, you will receive three skill points per each advance in rank. You are free to distribute these skill points however you want.

How do I get more experience?

In ***Sea Dogs***, you can acquire experience points in a number of ways. First of all, you can obtain experience through sea battles and boarding fights. Note that in ***Sea Dogs***, experience for combat is calculated in a relative manner. We praise bravery and skill, giving you more experience points for defeating tougher opponents. For example, if you sail a sloop and sink a frigate, you'll gain much more experience than you'd get if you were sailing a frigate and sunk a sloop. Generally, if your ship is smaller and your enemyis bigger, you can get more experience. This rule also affects boarding. You also gain experience through completing quests and accomplishing other tasks during the game.

Reputation

In the course of completing quests and accomplishing tasks, it is possible to achieve desired ends through wicked means. You may kill an ally or betray someone, but your reputation will suffer as a result. Some people do not know of your reputation and will treat you as a kindly stranger, while others just do not care. However, remember that your crew knows everything about you. They will raise a mutiny if you don't have the money to pay them. And they are more likely to mutiny against a hated captain. Also, some people who could be helpful will not talk to you because of your ill reputation.

Skills

In Sea Dogs, your captain has nine skills that can be improved. You can improve them in two ways: 1) get more skill points by acquiring experience and rising in rank; and 2) hire officers who can affect one or more skills. Each skill may be raised up to a maximum of nine, but the effect of officers can increase it still further.

Sailing

Improving your sailing skill increases your ship's maneuverability and sail-raising speed. Since battles and lives are often won or lost based on who can sail faster and turn quicker, this skill can mean life or death for a captain.

Gunlaying

This is one of most important skills. It determines the accuracy of your cannons. Generally, each point you gain in Gunlaying increases your accuracy by 10 percent. Even a Gunlaying rating of 30 percent can significantly improve the damage you inflict on an enemy's ship.

Reloading

Decreases the amount of time it takes to reload cannons. Each grade of reloading skill shortens the reloading time by an additional five percent. Note that when your cannons reload faster, you are able to spend less time maneuvering.

Coordination

This skill improves the coordination of the crew firing your cannons. Since the process of reloading and firing is difficult, cannons on one side of a ship usually do not fire all at once. Each additional point in this skill decreases the gap between the first and the last cannon shot in a salvo by five percent.

Boarding

The art of fencing was very important for any pirate, since his life often depended on his sword fighting abilities. This skill represents your ability to fight in boarding. The higher this skill, the more damage your hits will cause. Your fatigue in combat, shown in the green line at the bottom of the boarding screen, also depends on Boarding skill.

Grappling

This skill may be important if you prefer to board enemy ships, rather than sink them. Grappling determines the range your crew is able to throw grappling hooks onto an enemy ship before boarding. This can be very important because tacking close to enemy ship is both difficult and dangerous. Each skill point spent for boarding increases the Grappling range by five percent from the base rate.

Commerce

This is your ability to trade goods efficiently - sell high and buy low. This is a useful skill because money is an important resource in the game. Each point of Commerce skill makes the shop sale price cheaper by five percent and buy price higher at the same rate.

Repair

With this skill, you'll be able to repair your ship's sails and hull while at sea. Your sailors are not able to repair the ship if your repair skill is at zero. When you raise this skill your crew will be able to repair greater amounts of damage. With a repair skill of one, you crew will repair your ship from 10 percent hull damage down to zero. At the highest skill level, your crew can restore a hull that is 90 percent damaged to fully repaired. You can repair Sails at any time with no limits on the amount of damage as long as your skill is greater than zero. When you raise your repair skill, the speed of repair is increased, so that it takes one less day to repair the whole ship per two skill points. Absolute maximum of repair speed is 4 days to repair the whole ship. There are no differences in speed between sails repair and hull repair. Also, remember that the speed of repairs depends on the number of crew; a smaller crew means slower repairs. Note that you need to be carrying sailcloth and planks onboard in order to repair your sails or hull.

Defense

This skill determines how well your crew will be defended from enemy fire, particularly when they use grape shot. Defense relates to having everything on your ship in its proper location, having crewmen who know how and where to hide, and how to extinguish fires...all of which can reduce losses significantly. Your loss of crew in sea combat is reduced by 5 percent for each skill point.

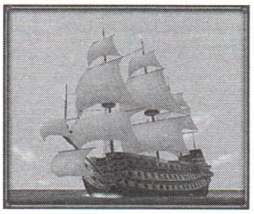
Ships

Your ship is a vital asset in the game and is almost as important as your captain. All ships in the game are divided into classes. The ships in the highest class, class one, are the largest ships available and carry the heaviest cannons. At the same time, they are also the least maneuverable. The lowest class of ships, class seven, contains the lightest and most maneuverable ships, but ones that are very lightly armed. At the beginning of the game you'll have a class six ship. As you achieve higher ranks, you will be able to command higher-class ships.

All ships have the following characteristics:

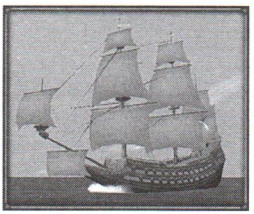
Hit Points -	the strength of a ship's hull and size of its rigging.
Speed Rate -	the maximum speed of the ship measured in knots.
Turn Rate -	the maneuverability of the ship. This characteristic is a comparative one and is not measurable in units.
Max Crew -	the maximum number of crewmembers a ship can carry.
Min Crew -	the minimum number of crewmembers needed to sail the ship with maximum maneuverability, and reload the cannons without time penalties.
Hold Capacity -	the maximum weight that can be loaded on the ship, measured in hundredweights.
Caliber Allowed -	the caliber of cannons that can be placed on this ship.
Caliber Set -	the current caliber of cannons on the ship.
Number of Cannons -	on one board, and at your stern, separately.
Damage -	the percent of the hull and rigging damaged, measured in both percent and hit points.

For a summary of each ship's statistics, see Appendix 2: Statistics



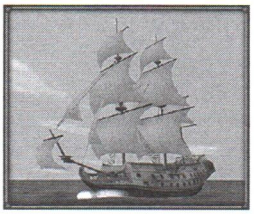
Man O' War

The pinnacle of naval battleship design, the Man O' War is a staggering achievement. With triple decks bristling with up to 100 cannons, awesome firepower and nearly impenetrable hull, the Man O' War is the true ruler of the seas and oceans. Unfortunately, its huge size and weight limits this lumbering behemoth to large naval battles and fort destruction. In addition, the costs of her crew, ordnance, and repairs are a major drawback for all but the wealthiest captain.



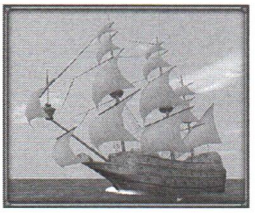
Battleship

The Battleship is the evolution of the feared War Galleon. Once navies began dividing their ship construction for trade and war purposes, Battleships soon became the ultimate prize for naval forces in all the European fleets. Battleships are dangerous sailing fortresses designed to bombard land targets and destroy enemy vessels in a hail of destructive cannon fire. With ample crew to man her many sails and cannons, and boards so thick that 12-pound cannonballs fail to penetrate or cause harm, the Battleship's only enemies are its great bulk and size. It is less maneuverable than lighter ships and is too large to enter shallow ports or waters.



Warship

The Warship was designed to fill the gap in maneuverability and firepower between the Frigate and the Battleship. Combining the firepower of a Battleship and the good running characteristics of Frigate, the Warship is highly prized by her captains and is often regarded as one of the finest, and most versatile, ships in existence.

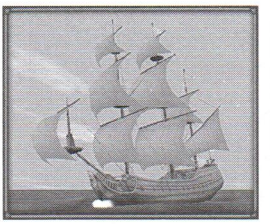


Lineship

The Lineship is a variation on the Warship, with few differences between them other than cosmetic design. The Lineship is a bit faster than the Warship, but she has less firepower and a lighter hull, though still considerably better armed and shielded from attack than most ships in the water. Used against lighter class vessels, the Lineship is a devastating force.

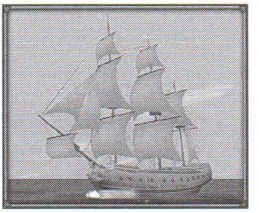
Frigate

A fast and maneuverable vessel, Frigates are an essential vessel for any naval power and are considered the backbone of many fleets. The Frigate is probably the best-balanced vessel of its age, with great firepower and fine turn rate. A Frigate with a brave captain has a good chance even vs. heavier ships.



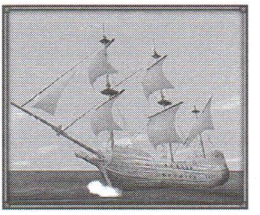
Corvette

The Corvette is a variant of the basic Frigate, designed to be lighter, faster and accommodate heavier firepower. Corvettes are suitable for exploration and reconnaissance missions, but also prized by pirates for ransacking raids.



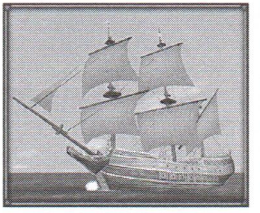
War Galleon

With the Galleon being one of the most popular types of heavy ship in 16th Century in main European fleets, many variations were built to accommodate the growing needs of European navies. War Galleons were both trade and war vessels bristling with heavy cannons and many crew members, with great hold capacity. Though low maneuverability makes the War Galleon unsuitable for combat in shallows or near shore, in the open sea it is a force to be reckoned with.



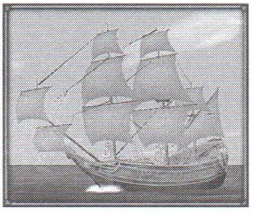
Fast Galleon

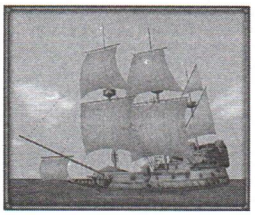
Because War Galleons were too heavy, shipbuilders designed the Fast Galleon. It is lighter and faster than the War Galleon, but still cannot compete with fast ships. Firepower is decreased in comparison with the war galleon, but maneuverability increased.



Pinnace

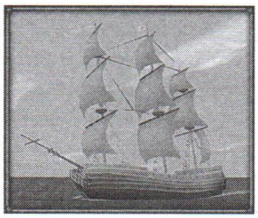
Pinnace is one of the most common merchant ship types. Large enough to be utilized for long journeys, the Pinnace also has a large hold to carry ample trade goods and bristles with enough firepower to repel pirates and corsairs effectively. Though the Pinnace's versatility is good for the merchant trade, it lacks when compared with true military vessels.





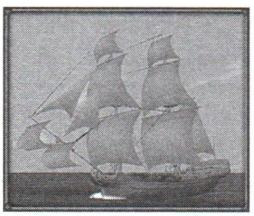
Caravel

The distinct deck arrangement of the Caravel makes it one of the most recognizable ship profiles in the world. Used almost exclusively by Spanish and Portuguese explorers, almost all the great discoveries of the 15th-16th Centuries were made using Caravels. However, Caravels are best utilized in carrying heavy loads, and as such, its performance as a warship has never been significant. Though the Caravel can mount a large number of cannons, the aging design of the Caravel fares poorly against more modern designs.



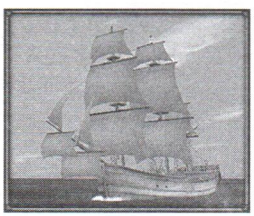
Brig

Brigs are multifunctional vessels that are highly prized for their utility as exploration vessels, trading vessels, or even light warships. With high speeds and maneuverability, the Brig is one of the best harmonized ships of all the sailing vessels.



Shnyava

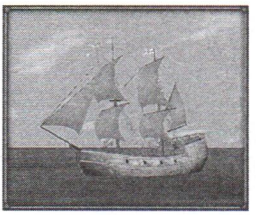
Shnyava is a light reconnaissance vessel, originally designed in Sweden, but these small, fast ships spread out all over the world thanks to their admirable characteristics, for trade, escort and plunder. A respectable top speed allows the Shnyava to steer free of heavy war vessels and easily catch up with slow merchant ships. The Shnyava's firepower is heavy enough to sink even large Galleons. With its shallow draft, even when fully loaded with cargo, the Shnyava can carry out any tasks near islands.



Bark

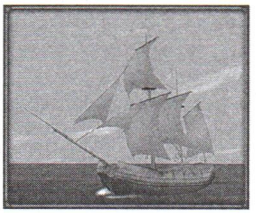
The Bark is an advanced and reinforced variant of the Barque, and is suitable for long voyages. Designed to accommodate a larger hold capacity and increased firepower, the Bark is considered by many to be the finest of all 3rd class vessels. However, its increased size is a concern for those seeking maneuverability and speed, as the Bark exhibits poor running characteristics compared to lighter ships of the same class.

Barque



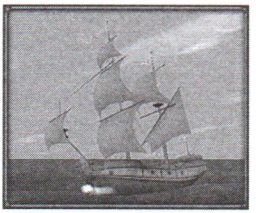
The Barque was designed for coastal navigation, but is capable as a sea-faring vessel. It has no strong advantages nor disadvantages, but captains should always be mindful that it's a small vessel of old design, and as such, should not attempt to utilize this ship in long hauls or battle engagements. The only reasonable destination for such a ship is trading between close islands. Even during these short voyages, the Barque requires an escort because her small guns and low speed does not allow her to retreat.

Sloop



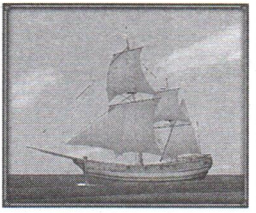
The Sloop is the lightest ship that is used for combat purposes. Usually Sloops are used as light support or commissionaire ships assigned to complement a battle squadron. The Sloop's firepower is a bit more substantial than ships of the same class, such as the Barque or Pink, and it has fine maneuverability and good running characteristics.

Bilander

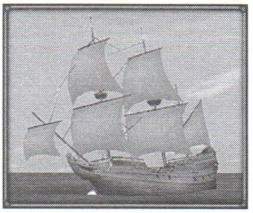


A close competitor to the Pink, the Bilander is a relatively small ship designed for light goods transport and escort. It has weak guns and a small crew complement, and is best suited for short trade routes, and protective escort with mixed classes of vessels. Its maneuverability and sailing characteristics are admirable, but its small size and light armaments are a liability for extended journeys.

Pink

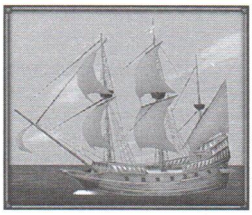


The Pink is a small ship designed for light goods transport and escort. Though it has weak artillery and a small crew, this ship has optimal balance between trade and battle suitability, and many captains prize the Pink for its maneuverability and sailing characteristics. The small size of the Pink makes it a poor choice for traversing long distances across open water.



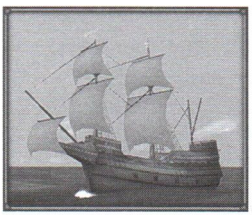
Fleut

The Fleut is originally a Dutch trading ship, yet many Dutchmen so prized these ships they sailed to India and Japan without concern. Although this ship is heavy and sturdy enough to survive long journeys, using her as a war vessel is senseless. However for trade or transport, the Fleut's advantages of a large hold and strong hull are highly regarded.



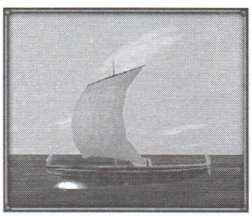
Galleon

The Galleon is, arguably, the most famous type of ship in human history. A close descendant of Caravels, the Galleon is a very sturdy vessel that has served sailors for two hundred years. Legendary Spanish Galleons were created in various sizes to transport gold back to Spain, but all variants proved very heavy and awkward to maneuver, making them prime targets for pirate attacks.



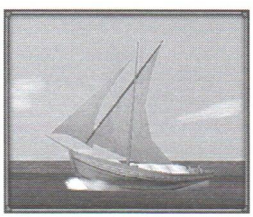
Lugger

The Lugger is a small vessel designed for trading in coastal waters. These ships are used all along the coasts of Europe, from Venice to Copenhagen. Luggers are too fragile to take voyages over oceans, so they cannot be used in battle.



Indian Boat

When Europeans first came to the Archipelago, they were introduced to the construction of Indian boats. These small, fragile vessels are very easy to sink. Because the Spanish wiped almost all of the Indians out, Indian boats are rarely seen these days.



Tartana

This is the smallest type of European sailing boat in the game. This is the ship you will be given if you sell your ship in a Shipyard and do not buy a new one. It is so small, it cannot even carry a cannon.

Officers

You can hire officers in the game to help you in any aspect of maritime life. There are six officer duties in ***Sea Dogs***: First Mate, Boatswain, Master Gunner, Surgeon, Master Purser, and Carpenter. Each of them has one or more skills they can affect.

First Mate

The First Mate serves as the Captain's right-hand man in all affairs of the ship. He is the captain's most trusted officer and assists him with the sailing and command of the ship, including crewmembers, other officers, and their duties. The First Mate can improve the coordination of your cannons, as he is the one who maintains order on the ship. He also improves your Boarding skill because he keeps the men on your ship in high spirits and often leads sailors into battle. If you capture an enemy ship through boarding, you can assign your First Mate to take control of that ship and sail it with you as an allied ship.

Boatswain

Some say boatswains are born aboard a ship. Their skill in handling them, and the crew, is certainly without equal. A Boatswain will get every bit of speed, turning rate, and maneuverability possible from his ship. A boatswain may improve the skills of Boarding, since he is the one who orders the crew to prepare for boarding, and makes them more skillful in the use of ropes, used to grapple an enemy ship.

Master Gunner

The skill and experience of a Master Gunner can quickly turn the tide of battle. His mastery of the art of war allows for more accurate and efficient firing of the ship's guns. In times of foul weather and high seas, the Master Gunner ensures that the guns are protected safely from the elements. Master Gunner is responsible for Gunlaying and Reloading skills.

Surgeon

The duty of a Surgeon is to take care of crewmen injured in the course of battle. He must always have a good supply of medical instruments, as it is often necessary to provide medical assistance. A good Surgeon can be the difference between life and death for your crew. A Surgeon can reduce loss of your crew in combat, and therefore improves your Defense skill.

Master Purser

A Master Purser's duty is to manage the ship's hold and all the goods it contains. His job is to keep accurate records on all goods bought, sold, captured, and lost. The Master Purser is also a shrewd trader and helps obtain the best buying and selling price possible when trading with others. A Master Purser improves your Commerce skill.

Carpenter

A Carpenter is singularly devoted to his ship. Skilled in the art of woodwork, he can repair hull damage from storms and battle. A quality Carpenter knows exactly what to repair in order to keep the most heavily damaged ship afloat. A Master Carpenter increases your Repair skill.

Crew

You must, of course, have some crewmen to sail the ship. For each ship, there is a minimum and maximum limit for crew. The number for maximum crew indicates the most men that ship can carry. The number for minimum crew indicates the least number of men required to sail the ship adequately. This means that when your crew are killed or fired, and the crew drops below this number, your ship's maneuverability and the reloading speed of your cannons will decrease. Crewmen receive money each month just like the Officers do. You can see their demands for money on the sea map screen. If you do not pay your crew, they may mutiny against you.

> WARNING: If you find you can't steer your ship, or raise or lower sails, check to make sure you have enough crew to sail the ship. Without minimum crew, you can't steer or manage your sails.

Mutiny

A mutiny occurs when you do not have enough money to pay your crew. However, a mutiny does not always happen when you have no money, because it is also based on your reputation. If your reputation is high, then a mutiny is less likely. Each time your reputation falls, you will receive a message telling you that the crew is closer to mutiny. When a mutiny occurs, your crew hangs you immediately.

Cannons

Cannons are your ship's only means of attack, other than boarding. The heavier the cannons, the farther they can shoot and the more damage they can inflict. Cannons cannot be damaged in combat. The reload times for cannons will vary depending on the skill of your captain, officers, and crew. For more information about cannon statistics, see Appendix 2: Statistics.

Cannon Shells

There are 4 types of cannon shells in the game: Cannonballs, Grapeshot, Knippel, and Bombs. They are very different, both in their usefulness and price. Cannonballs are used primarily to smash the hull of a ship and have the maximum flight range of all types of shot. They are also fairly inexpensive. Grapeshot is better for killing enemy crew, especially when it sweeps the deck, but grapeshot has the shortest shot range. Grapeshot are even cheaper than cannonballs.

Bombs are the most expensive type of shells. They are provided with a fuse and a load of gunpowder, and they explode while landing on deck or hitting the hull. They inflict good damage on sails, crew, and hulls. Knippel, also called chain shot, consists of two cast-iron balls fastened together with chain or a bar. Knippel rotates while flying, tangling and ripping sails, destroying the rigging and immobilizing enemy ship. Knippel are mostly useless against hulls and have an average flight range.

Money

Money is the most important resource in the game. Money allows you to buy and repair ships, hire new crew and officers, purchase goods, and perform other actions.

Goods

There are 12 types of trade goods in ***Sea Dogs***, not including the four types of cannon shells. Here is a list of goods, with their average price and weight:

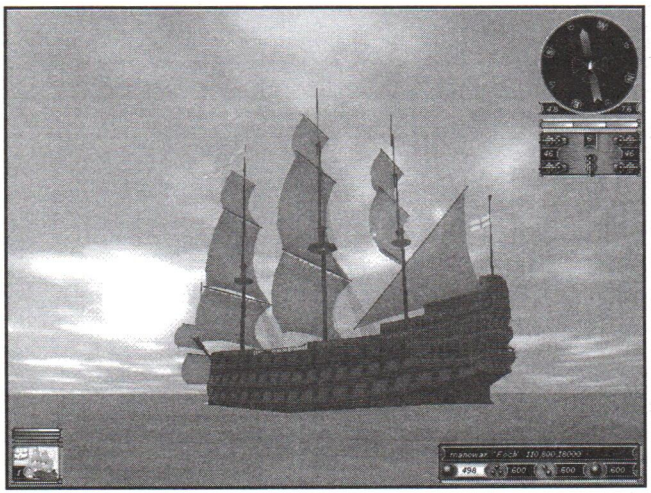
Goods name	Average price per unit	Weight per unit
Knippel*	20	5
Grape*	10	2
Bombs*	50	3
Cannonballs*	2	3
Chocolate	14	2
Sugar	6	2
Wine	12	2
Linen	8	3
Rum	6	1
Tobacco	10	4
Coffee	14	2
Mahogany	16	4
Wheat	4	2
Ebony	25	6
Planks	4	4
Sailcloth	3	3

*for this type of good, one unit means 20 shots.

Planks and sailcloth are special types of goods. If you have planks in your ship's hold, you can repair the hull. If you are carrying sailcloth you can repair your rigging.

Allies

Allies may join you and sail under your command. Most require payment for themselves and their crew each month, but some allies will join you for free. Also, allies may be assigned to your squadron by quests. Allies are met in towns – they are free captains who are ready to join you in your adventures. Allies sail with you wherever you go, and you can speak with allied captains in any town you enter. Through dialog, you can dismiss allies, or they can leave you if they are not interested in cooperation anymore. Allied captains hire their own crew. You can't hire officers or crew for them.



Sailing Interface

In ***Sea Dogs***, you can sail at sea in two modes: first person and third person. In the first person mode, you'll find yourself on the deck of your ship. Using the left and right mouse buttons, you can walk around the deck and turn your viewpoint in any direction by moving the mouse. You can also view your boat from a third-person perspective. At any time, you can toggle between these two views by using the Q key.

Regardless of which view you use, you steer your ship using the arrow keys on your keyboard, or using the W, A, S, and D keys. You can also change the keys you want to use in Main Menu> Options >Controls menu. The Up and Down arrows or W and S keys raise and lower your sails, allowing you to speed up or slow down. The Left and Right arrows or A and D turn the ship to the left and right, respectively.

Combat controls

To fire your cannons, press the Spacebar. If you are on deck, you can change the angle of your shot and aim with the aiming cursor that you see in the center of the screen. You'll see the cursor is blinking when it is aimed at an enemy ship. When you are in third person view, you shoot with the Spacebar, too. However, instead of aiming the shot yourself, your ship's AI aims for you. It will fire at the closest target within range to you, and will not fire if there is no hostile target. So the third person view can be helpful when you have more than one enemy and you don't know which one to attack.

In first-person view, a spyglass is available to you if you press and hold the Ctrl key. This will zoom your view to objects in the center of your screen. If you point your aiming cursor at another ship and press Ctrl, the spyglass will zoom in and give you basic information on that ship at the top of the screen. Spyglasses are quest items, and you can get better quality spyglasses in your adventures from quests or by successfully boarding other ships (they have spyglasses, too). Superior instruments will provide extended information about a ship.

It is very important to note that when you are in first-person mode on the deck of your ship, you can fire at ANY target – even neutral and friendly targets. You can even fire your guns if there is no target. CAUTION: Firing upon ships or forts of allies or neutral may result in their becoming hostile towards you. Hostile nations close their ports to you; you will not be able to enter those ports protected by a fort for repairs, stores, or any other purpose.

Mini-map

The Mini-map is a useful tool that shows your ship's direction and speed, the location of any allied and enemy ships, forts, and islands, and the wind's direction and speed. Your ship is displayed in the center of the Mini-map window, represented by a small silhouette.

The ships surrounding you will be seen in colored silhouettes. English forces are represented by white, French are blue, pirates are red, and Spaniards are green. Forts always appear as small yellow circles.

The silhouette of your ship also shows blue zones of fire that indicate your firing range and radius. These zones will change in size, depending on the cannons and shells you are using. Atop the display window you will see a blue arrow that indicates to wind direction. Wind direction is important in determining when and where you should turn your ship. At any time, you can zoom the window of the mini-map in and out with "+" and "-" keys on your keyboard's Number pad, or by using the wheel on your mouse.

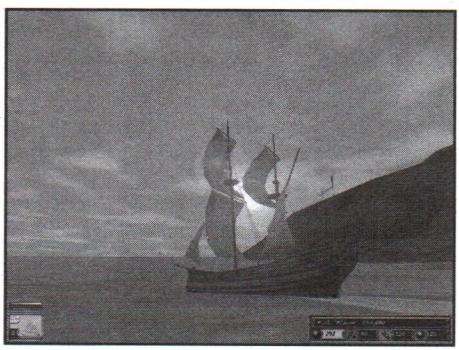
The ship and wind speed indicators show the speed in knots.

Cannon Status Indicator

Below the Mini-map you will see the Cannon Status Indicator. This display shows the number of cannons you have on board on each side of your ship, at the stern of your ship, and how long it will take to reload each individual gun. The bar on top of each cannon indicator shows the amount of time left until the guns are reloaded. When the bar turns red, those cannons are fully loaded and ready to be fired.

Damage and Shell Indicator

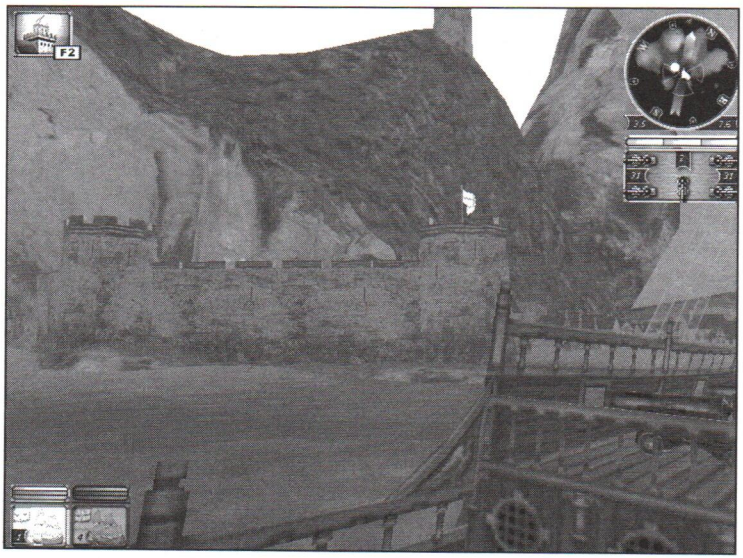
This indicator displays the remaining hit points for your ship's rigging and hull, as well as the number of crewmembers you have left. In addition, each shell type is shown along with the number of each type you have stored in the hold. The icon of shell type currently loaded in your cannons is highlighted. During combat, you can switch between cannon shell types by using the number keys on your keyboard: 1 for cannonballs, 2 for grape, 3 for knippel, and 4 for bombs. You may turn the Damage and Shell Indicator on/off using the "=" key.



Allowed Action Icons

There are a number of actions that can only be performed at special times. These always include moving from your ship to another location. When you are able to perform a specific action, you will see an icon appear in the top left corner of the screen. To perform the available action, simply press F2. The actions you can perform are:

1. To board another ship (grappling hook icon)
2. To enter the town (tower icon)
3. To capture the fort (soldier in helmet icon)



Friendly Ship Icons

While sailing at sea, you will see an icon in the bottom left corner of the screen for your ship and any allied ships that are sailing with you. By default, your ship's icon always appears to the far left of the screen. All of the ship icons have three lines, which indicate the amount of damage taken by each ship. The white line represents the ship's rigging, the blue line indicates the number of crew, and the red line is for the hull's strength. The number that appears on the icon indicates the class of that ship.

You can use these icons to give orders to your own ship or your allies. To select the ship you want to give orders to, select the appropriate ship icon using the Tab key until the selected ship is highlighted. Then, press Enter to get to the menu of options.

When selecting an allied ship, you will have the following options:

Attack
The selected ship will attack the selected target to the best of its ability. It will use whatever different types of shells it has on board, depending on the range, in order to sink this ship. It will not try to board or attempt to decrease the enemy crew in preparation for boarding.

Follow Me
The selected ship follows your ship and fires at the enemy only if it comes close enough. It will not seek out any targets or chase any enemy ships in order to attack.

Run Away
Will steer the selected ship away from combat and will sail that ship with the wind to the horizon until another order is issued. However, your ally will fire at enemies if they approach close enough.

For your ship, you have several options:

View the World Map
If you cannot access the world map, it's because the enemy is too close. The world map is the only way to sail from one island to another. It also allows you to venture out to look for other ships to fight, or simply enables you explore the Archipelago and find new islands. It offers a fast-travel mode that enables you to travel anywhere simply by pointing and clicking on a specific location on the map. Your ship will then move towards that location as time is compressed. You will be notified if your lookouts spot any ships along the way, if you hit any bad weather, or if enemy ships attack you.

The Navigation portion of the window provides a list of island locations you already know. To begin traveling to an island on the list, just click on the name of the island and you will begin moving toward that island from your present location. Below the Navigation list is a Set Anchor window that allows you to wait at your present location for different lengths of time. To set anchor, select the desired length of time from the list.

Enter a Town
You must be close enough to the town to enter.

Board Another Ship
You must be close enough to the enemy ship to board.

Capture a Fort
When you have already bombarded and blasted it and move in close enough.

Sail to a Specific Object

This is a special mode when you want to chase a selected ship or sail closer to a town. When you select the Sail To option, a row of enemy ship and fort (if you are close to an island) icons will appear. Select the desired target among the available icons using the Tab key, and then hit Enter when the correct icon is highlighted.

Once you hit Enter, you will then enter a time-compression mode where you cannot control your ship as it quickly moves to the selected object. Note that if you chase a particular ship that is faster than yours, you can lose sight of it when the time-compression ends. This means that your attempt to chase the enemy ship failed, and it succeeded in escaping.

Enemy Ship Icons

At the bottom right of your screen, you will see icons for any enemy ships in the area. These icons are turned on/off by the "=" key. The enemy ship icons are there to inform you about the damage each enemy ship sustains during combat. The damage indicators are the same as they are for the friendly ship icons.

Grappling and Boarding

Engaging in boarding allows you to plunder an enemy ship's hold and even take over control of their ship. When you approach an enemy ship in combat and move close enough, you'll see a boarding icon. Quickly hit the F2 key to grapple and board the enemy ship. You may also find yourself being boarded by an enemy ship. If this takes place, you have no choice but to duel with the opposing captain.

Fighting

After successfully grappling another ship (or being grappled by an enemy ship), your captain will enter a duel against an enemy captain. While only the two captains take part in the duel, each represents the remaining crew on his ship. A blue line represents the number of crew, with the corresponding number to the left. Your fencing skill is also displayed there with an icon. The strength of your attack depends on your fencing skill and the number of crew, whereas your "hit points" depend only on the number of crew you have. The green Fatigue indicator determines when you can hit with the maximum strength. There are some moments when you cannot strike an opponent because you are tired. If you are "tired," wait a while, blocking the enemy's attacks until your strength goes up again. The Fatigue indicator will turn red in this moment.

HINT: Winning a duel isn't a test to see how fast you can hit the keys, it's a tactical battle and you'll need to learn when to attack and when to block in order to be successful.

Boarding Controls

Block enemy hit – Left and Right arrows to block left or right
Slashing hits – Z, X, C, V, or W, A, S, D
Feint – Shift + Z, X, C, V, or W, A, S, D

Ransack interface

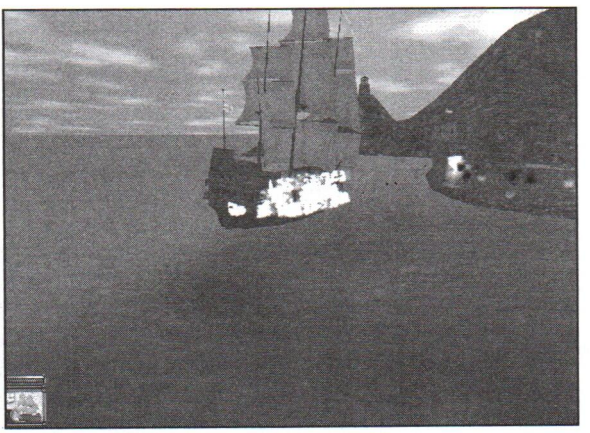
You get to the Ransack screen after you board another ship and win the duel. The interface for looting another ship looks like the buying goods interface, except for the price. Here, the goods are free! If you want everything you see, you can press the Load All button, and all the goods from the defeated ship will be loaded into your hold. If you do not have enough hold space, the goods that are at the top of the table will be loaded first until the hold limit is reached. To select only certain goods, use the arrows on each of the tables to add or subtract items from your hold. You can offload goods you were carrying in your hold if you need the space for more valuable looted goods.

When you win a boarding action, you can switch your ship for the ship you've defeated if you have a high-enough captain's rank to command the enemy ship, which depends on the ship's size and rating. If your rank is not high enough, the Switch Ships option will not be displayed. If you do choose to switch ships, then your original ship will be scuttled instead of the enemy ship once you leave the Ransack screen.

If you have a first mate on board, you will see a Take Prize Ship button on the Switch Ships display. This allows you to assign the prize ship (or your ship if you've switched ships) to your first mate, who will then sail the ship with you as an allied ship. However, if you do not have enough crew to meet the minimum crew requirements on both ships, you will not have the option to assign your first mate to the other ship. If you do assign the first mate, he will have only a minimum crew to sail the ship with and will sail as a special kind of allied ship. In addition to sailing with you for a monthly salary, you can also use this ship for trade because you can buy and sell goods from the hold of a prize ship. Finally, you can sell a prize ship in a shipyard for extra money. The first mate will then appear in the town where you sold the ship and will be available for hire again.

Attacking a Fort

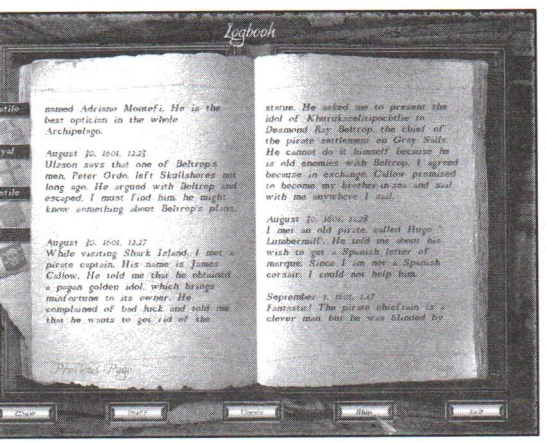
aking an enemy fort is a two-step process. First, you must silence the guns hat defend the fort in order to get close enough to attack it (i.e., board it). o, when you are thinking about attacking an enemy fort, you should be eally well prepared, because a fort's hit points far exceed those of even the rgest ships. When you shoot at the fort, you should try to damage all the ections that have cannons until they explode and fall silent.



fter you've blasted he fort, a white anner appears verhead and you can roceed the same way s in a boarding with nother ship. pproach the fort, nd after the town ege icon appears, ress F2. Combat in he fort is the same as n boarding. If you in the duel, you apture the fort and he town it defends for our nation, but only if you have attacked the fort as part of a quest. Otherwise, you and your crew just plunder the town.

Status Screens

These Screens appear when you press F1. Status screens include your Logbook, Goods, Staff, Ship, and Chest.


Logbook
named Adriano Monteli. He is the best optician in the whole Archipelago.
August 30, 1601, 12:23
Ulisson says that one of Beltrop's men, Peter Orde, left Skullshores not long ago. He argued with Beltrop and escaped. I must find him, he might know something about Beltrop's plans.
August 30, 1601, 12:27
While visiting Shark Island, I met a pirate captain. His name is James Callow. He told me that he obtained a pagan golden idol, which brings misfortune to its owner. He complained of bad luck and told me that he wants to get rid of the
statue. He asked me to present the idol of Khurukzalispocitlie to Desmond Ray Beltrop, the chief of the pirate settlement on Gray Sulls. He cannot do it himself, because he is old enemies with Beltrop. I agreed because in exchange Callow promised to become my brother in-law and sail with me anywhere I sail.
August 30, 1601, 13:28
I met an old pirate, called Hugo Lutobermill. He told me about his wish to get a Spanish letter of marque. Since I am not a Spanish corsair, I could not help him.
September 1, 1601, 1:47
Fantastic! The pirate chieftain is a clever man, but he was blinded by

Logbook

The Logbook is a personal diary that describes the most important moments of your captain's life. This mostly consists of accepting and completing quests. Quest events are listed in logbook in the order in which you receive them and are organized by nation. You can scroll

through your logbook with Next/Previous links. The Logbook also shows you the current relationship you have with each nation. There are three types of relationship with a given nation –

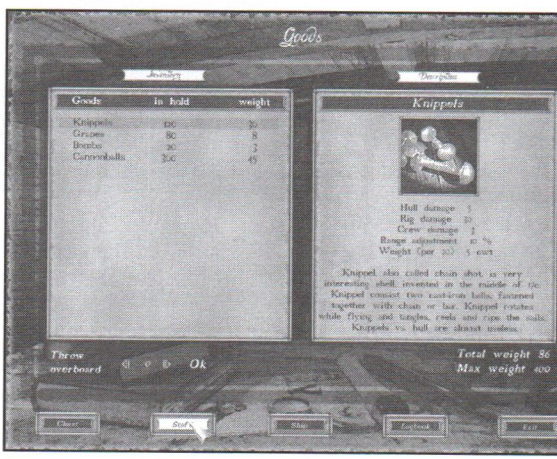
Loyal – occurs when you have a letter of marque from this nation and work as a privateer. When you are loyal to a nation, you can enter its towns without being attacked by the fort, and speak with its governors to obtain quests.

Neutral – you do not have the letter of marque from that nation, but have not committed any crimes against it. You can enter their towns without being attacked, but their governors will not give you any quests.

Hostile – when you sink or plunder any ships from this nation, the relationship will turn hostile. You cannot enter towns of this nation, and all of its warships will attack you on sight.

Goods

The Goods Status screen shows you what you have in your ship's hold. You have only one action you can perform on this screen – throwing goods overboard if you do not need or want them. Select the goods you want to toss and select the amount you want to throw overboard.



Staff

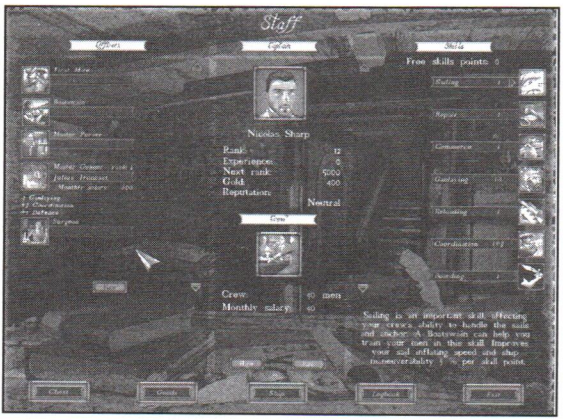
This is the most important status screen you have. Here you can find information and statistics on the entire staff of your ship, including your captain, officers, and crew.

In the center of the screen you can see the following stats for Captain Nicolas:

Rank
Experience
Experience you need to reach for next Rank
Money
Reputation

On the left part of the status screen, you can view your officers, along with heir names, their monthly salary, and the skills they improve. Remember hat some officers can decrease some skills, while improving others. You an fire your officers in towns using this status screen by selecting the Dismiss button that appears next to each officer. Officers must be hired hrough conversations with NPCs, unlike crewmembers that can be hired hrough the status screen in any tavern without any dialog.

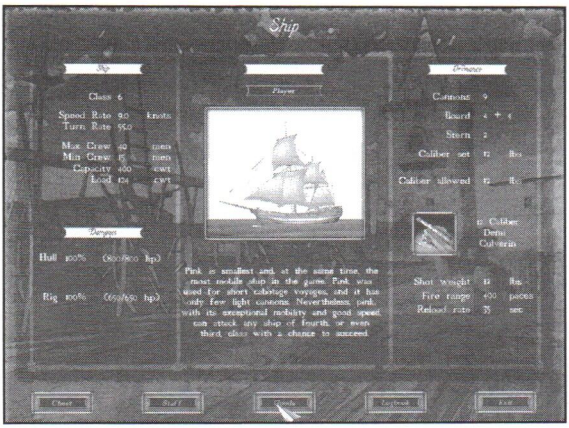
You can see the cumulative effect of Nicolas' skills and his officers on he right side of the screen. When you receive additional skill points, his is where you will assign them to your nine skills. When you gain nough experience to obtain the next rank, you will be notified that you ave three free skill points. You can select the skills to improve with our mouse (use scrolling to view the full list when playing at lower esolutions), and distribute the free skill points with arrows appearing ext to the picture of selected skill.


Staff
Officers
Captain
Skills
Free skills points: 0
Nicolas Sharp
Rank: 12
Experience: 5
Next rank: 9000
Gold: 400
Reputation:
Neutral
Crew:
Monthly salary:
Sailing is an important skill, affecting your crew's ability to handle the sails and anchor. A Boatswain can help you train your men in this skill. Improves your sail drifting speed and ship maneuverability 3 % per skill point.

ometimes two numbers will appear next to a skill (e.g., 4+2). This ndicates that you have an officer who improves this particular skill. The rst number is the skill level of Nicolas, and the second number is the dded bonus for the skill of an officer. Cumulatively, the skill in the xample above will be 6. Remember that all skills can be raised to a aximum of 9, but can increase beyond that level with the influence of fficers.

t the bottom of the Status screen, you will see your crew. Crew embers have two characteristics: their number and salary they take every onth. The importance of the number of crewmembers should not be nderestimated. When the number of crew is below the minimum for our ship, the maneuverability of your ship decreases greatly, as does the eloading speed for cannons.

While in a tavern, you can hire crew with the same Staff Status screen. When you enter a tavern, Hire and Fire buttons will appear on the Staff interface screen, along with the number of crew available in this town. You should select Hire or Fire and then pick the number of crew you want to add or remove from your ship, and then click on Ok. Note that when crewmembers are hired, you pay the initial salary to the new members up front.

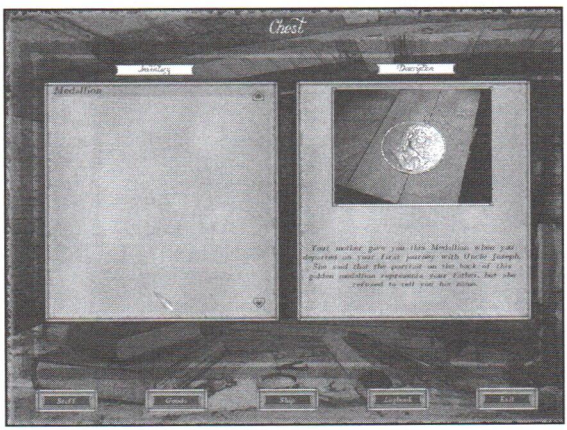

Ship
Ship
Player
Armament
Class 6
Speed Rate 90 knots
Turn Rate 950
Max Crew 40 men
Min Crew 15 men
Capacity 400 cwt
Load 104 cwt
Cannons 9
Beard 4 + 4
Stern 2
Caliber set 12 lbs
Caliber allowed 12 lb.
12 Caliber Demi-Culverin
Damage
Hull 100% (8500/8500 hp)
Rig 100% (6550/6550 hp)
Pink is smallest and, at the same time, the most mobile ship in the game. Pink was used for short xabotage voyages, and it has only few light cannons. Nevertheless, pink, with its exceptional mobility and good speed, can attack any ship of fourth, or even third, class with a chance to succeed.
Shot weight 12 lbs
Fire range 400 paces
Reload rate 35 sec
Chest
Staff
Goods
Logbook
Exit

Ship

The ship screen is used for viewing your ship's characteristics. The only option you have on this screen is to change your ship's name. Just click on the ship's name, type in the new one, and then hit Enter.

Chest

Your chest is used to store quest-related and personal items, such as your letter of marque and other personal objects. You'll see a list of these things on the left part of the screen. When you pick up an item, a picture of this item appears to the right, and below it a short description of the item.



Towns

Your character, Captain Nicolas, can use towns to obtain and accomplish quests, listen for rumors, hire help, trade goods, repair his ship, or a number of other things. You can enter a town if you hit F2 when sailing near the town. Remember that you can only enter a town if you are sailing close to it.

Walking through town.

You move your character through town the same way as in first person mode on-deck of your ship. If you want to move forward, press and hold the left mouse button. If you want step backward, press the right mouse button. If you want to rotate your character, move the mouse right or left.

When you step next to an NPC in town, their name will appear at the top of the screen. If you want to speak with this person, press your spacebar. Then pick the phrase you wish to say and click on it. You can scroll the dialog up or down using the Next button, arrow keys, or even your mouse wheel.

Locations in the town

There can be four types of locations in towns:

Town Hall – where you can speak with a governor

Tavern – for listening rumors, hiring men, and getting quests

Shipyard – for repair of your ship or buying a new one

Shop – for buying or selling goods

When you walk through a town, you can easily identify each of these locations by the signs over their doors. The Town Hall does not have a sign, but you won't be able to miss it; it's always the largest building in town. In addition, one of the guards by the town gates is usually kind enough to tell you where each of main buildings are situated.

When you step to a door with a sign, you'll see the name of location appear at the top of the screen. Press the space bar to enter the location, just like when speaking to an NPC.

Shipyard Interface

You can get to the shipyard screen by talking with the Master Shipbuilder once you enter the Shipyard in a town. In the shipyard you are allowed to repair your ship, buy another ship, or simply view the characteristics of another ship.

You can switch between ships using the table on the right part of the screen. At the top of this table, you will see Your Ship, selected by default, along with a list of ships that are currently available in the shipyard. You may select each ship from this list to view its characteristics, which are displayed to the left. The classes of ships that you are allowed to buy (determined by your Rank) are marked in bright yellow.

Below the basic characteristics for each ship you select, you'll see the ordnance characteristics. Here you can see what types of cannons are currently on your ship, as well as the types of cannons that can be used for your ship and any other ships in the shipyard.

Repairs

Hull and sail damage to your ship is listed in the center of the screen, below the picture of the ship. You can repair the damage by using the Repair button at the bottom, selecting Hull or Rigging, and the amount of damage you want to repair. You'll see the cost of repairing the damage as you increase or decrease the amount of repairs. Once you have selected the repairs you want to purchase, click the Repair button again, and the transaction will take place.

Buying a Ship

In order to buy a ship, you must first make sure your ship is selected from the list and click the Sell Ship button. Then, select the ship you want to buy from the same list and click the Buy Ship button. Make sure that you have enough money to buy the ship you want before selling your own ship, because if you exit the shipyard without buying a ship, your default ship will be the Tartan – the smallest ship in the game. In fact, it's so small that it cannot carry any cannons.

Changing Your Ship's Name

In the Shipyard screen you can also change the name of your ship by clicking on your ship's name at the top of the screen. Simply type in the new name, and press Enter.

Refitting Your Cannons

If you want to replace your current cannons with new ones, you should select the type of cannons you want (make sure your ship is allowed to carry them), and click the Refit button. Remember that if you are in need of quick cash, you can sell heavier cannons and refit your ship with lighter ones. Also, you can only carry one kind of cannon on your ship. So you must either change them all at once, or not at all.

Allied Ships in the Shipyard

In addition, note that you can perform any of these actions, except selling, with your ally's ship. You can repair it and refit its cannons same way as you do it with your ship. Use the arrow at the top of the screen to switch between your ship and your ally's ship.

Shop Interface

> Note: Trade goods are measured in hundredweights (a unit of weight equal to 50 kilograms).

When you enter a shop and speak with the shopkeeper, you will see the shop interface where you can buy and sell goods. Here you will see two tables that tell you everything you need to know. The table on the left side of the screen shows a list of goods that can be sold to this shop and the amount of each that you are carrying on your ship. This list also gives you the current price you can sell each item for and weight for each unit of a good.

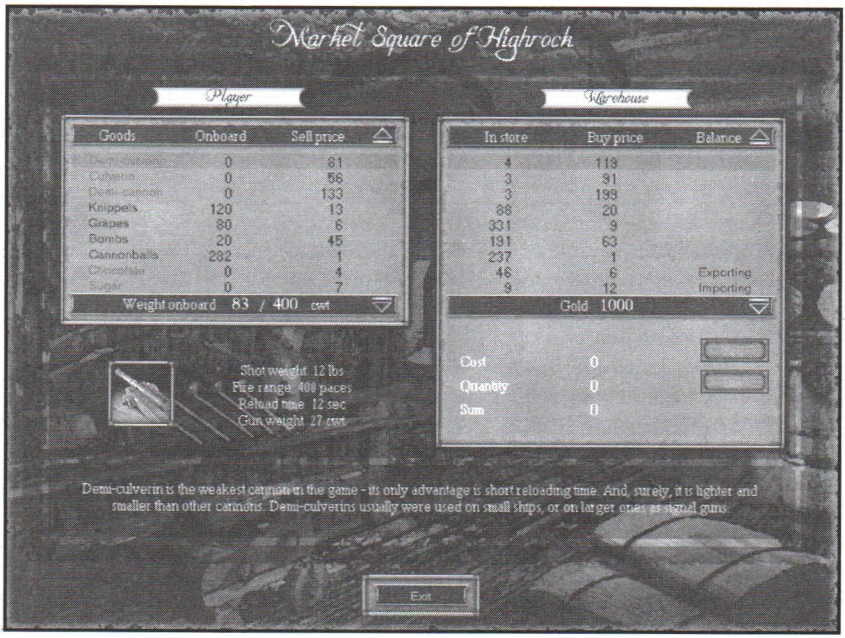
Trading goods can be much more profitable if you take into account the weight of each good. For example, mahogany costs much more than coffee, but if you take into account the fact that coffee is lighter, you will see that trading coffee might actually bring you more money. Below the left table, you will see the weight of all goods in your hold and the maximum weight allowed on your ship. You cannot store any goods in your hold over this amount.

On the right you will see info for goods being sold on this island, including price, amount available, and whether they are importing or exporting. The Balance column describes how cheap or how expensive a particular good is on this island. Exporting means that this island exports these wares or products, and the price of them here is lower than on other islands. Importing means that you can sell this type of goods for a higher price on this island versus other islands.

Buying and Selling Goods

First press Sell or Buy button, then increase the number of goods you wish to sell or buy with the arrows, or press the All button if you wish to buy or sell them all. When you are satisfied with the amount of goods and the total price, press Sell or Buy again.

You can use the hold of any allied ships for carrying goods as well. Next to the name of your ship, there is an arrow that you can use to view the hold on any allies. You cannot sell goods off of an NPC ship; you can only buy them. This is particularly useful when you need to have a particular type of cannon shell for a certain ship's guns. If you have a prize ship, you can buy and sell any goods you like.


Market Square of Highrock
Player
Warehouse
Goods
Onboard
Sell price
In store
Buy price
Balance
Demi-culverin 0 81 4 119
Culverin 0 56 3 91
Demi-cannon 0 133 3 199
Knippels 120 13 88 20
Grapes 80 6 331 9
Bombs 20 45 191 63
Cannonballs 282 1 237 1
Chocolate 0 4 46 6 Exporting
Sugar 0 7 9 12 Importing
Weight onboard 83 / 400 cwt
Gold 1000
Shot weight 12 lbs
Fire range 400 paces
Reload time 12 sec
Gun weight 27 cwt
Cost 0
Quantity 0
Sum 0
Demi-culverin is the weakest cannon in the game - its only advantage is short reloading time. And, surely, it is lighter and smaller than other cannons. Demi-culverins usually were used on small ships, or on larger ones as signal guns.
Exit

Hint: To buy or sell goods quicker, use the following keyboard controls:

S for Sell;
A for All;
B for Buy;
Up/Down Arrows to switch between goods.

Appendix I: Complete List of Controls

Ship controls

Left/Right arrows (A,D)	Turn the ship
Up/Down arrows (W,S)	Raise/lower sails
1, 2, 3, 4	Change current type of shells
Spacebar	Shot in player's look direction

Camera controls:

Camera is fixed on your ship in 3rd person mode by default

Mouse moves	Rotate camera
Left mouse button	Move camera forward
Right mouse button	Move camera backward
CTRL key held	Spyglass (available only from on-deck" mode)
Q	Moves camera to the deck or into fly mode

Interface controls

In sea:

Enter	Call and change Icon sets and execute icons
Tab	Switch between icons
Select shell types:	
1	Cannonball
2	Knipple
3	Grape
4	Bombs
Esc	Main menu
F1	Status screens
F8	Take screenshot.
= (on keyboard)	Toggles display of non-allied ship status icons and shells statistics

In town:

Mouse moves	Rotate hero
Left Mouse Button	Walk forward
Right Mouse Button	Step Back
Shift+Left Mouse Button	Run
Spacebar	Action (enter location, begin dialog)
R	Time compression (at sea)
Backspace	Toggles mini-map and cannons reloading indicator
P	Pause

Fort siege and ship boarding controls:

Mouse moves	rotate camera
Left and Right arrow keys	Blocks
Z, X, C, V or W, A, S, D	Slashing hits
Shift + Z, X, C, V or W, A, S, D	Feints

Appendix 2: Statistics

Cannon Statistics

Cannon type	Shot weight	Fire Range	Reloading time (basic)	Gun weight
Demi-culverine	12 lbs	400 paces	35 sec	27 cwt
Culverine	16 lbs	440 paces	40 sec	42 cwt
Demi-cannon	24 lbs	360 paces	50 sec	51 cwt

*Note that shot weight generally determines damage

Cannon Shells Statistics

Round type	Hull damage	Rig damage	Crew damage	Range modifier	Weight (per 20 shots)
Cannonballs	10	8	1	100%	3 cwt
Knippel	5	5	3	80%	5 cwt
Grape	3	20	10	50%	2 cwt
Bombs	7	10	6	90%	3 cwt

Appendix 2: Statistics

Ship Statistics

Class	Type	Capacity (cwt)	Max Crew	Min Crew	Speed Rate (knots)
1	Modernized Man O' War	6000	850	140	11.50
1	Man O' War	6000	800	175	10.50
1	Armored Battleship	3800	540	140	10.00
1	Battleship	4000	540	140	11.20
2	Heavy Warship	3000	500	150	8.50
2	Warship	2750	425	120	9.50
2	Fast Lineship	2200	300	90	10.50
2	Lineship	2400	340	115	9.50
3	Armored Frigate	2000	300	100	10.00
3	Frigate	2100	300	100	10.80
3	Plated Corvette	1700	250	70	11.50
3	Corvette	1800	280	70	12.80
3	Heavy War Galleon	3100	450	100	6.00
3	War Galleon	3000	400	75	6.50
4	Heavy Fleut	2100	210	45	6.50
4	Fleut	1900	180	30	7.0
4	Fast Galleon	2100	250	50	9.50
4	Plated Fast Galleon	2000	250	50	8.50
4	Trade Caravel	2900	180	40	6.50
4	Caravel	2600	190	50	7.00
4	Light Caravel	2200	240	50	8.00
4	Plated Brig	1200	160	45	10.00
4	Brig	1500	160	45	11.00
5	Armored Galleon	2000	180	50	5.00
5	Galleon	2400	160	50	6.0
5	Armored Pinnace	2100	200	35	8.00
5	Pinnace	2300	200	35	8.50
5	Trade Shnyava	1400	170	50	10.00
5	Shnyava	1100	150	50	11.50
5	Fast Lugger	1200	100	25	7.00
5	Lugger	1400	120	30	5.70
6	Fast Bark	1000	75	20	9.00
6	Bark	1200	90	20	8.00
6	Light Sloop	500	35	10	11.00
6	Sloop	600	40	15	9.50
6	Heavy Barque	900	70	15	6.50
6	Barque	800	70	15	7.20
6	Trade Pink	600	50	15	7.50
6	Pink	400	40	15	9.0
6	Modernized Bilander	500	50	10	9.0
6	Bilander	500	45	15	8.0
7	Indian Boat	30	6	1	5.0
7	Tartana	30	10	2	7.0

Turn Rate	Hit Points	Total Cannons	Purchase Price	Sell price	Calibers Available
30	20000	98	100000	90000	12, 16, 24
25	18000	98	100000	90000	12, 16, 24
25	15500	64	85000	80000	12, 16, 24
30	14000	64	85000	80000	12, 16, 24
25	13200	46	70000	65000	12, 16, 24
30	12000	46	70000	65000	12, 16, 24
35	9200	46	60000	55000	12, 16
30	10000	46	60000	55000	12, 16
30	8800	34	45000	42000	16, 24
35	8000	48	45000	42000	16, 24
35	7100	26	38000	35000	16, 24
40	6500	26	38000	35000	16, 24
15	7600	38	40000	37000	16, 24
20	7000	38	40000	37000	16, 24
20	3600	12	15000	13500	12, 16
20	3200	12	15000	13500	12, 16
25	3600	36	35000	31000	12, 16
20	4000	36	35000	31000	12, 16
30	2500	28	20000	18500	12
35	2500	28	20000	18500	12
35	2300	28	20000	18500	12
35	2740	16	25000	23000	12, 16
45	2540	16	25000	23000	12, 16
15	4800	16	15000	13500	12, 16, 24
20	4200	16	15000	13500	12, 16
25	3100	16	16000	14500	12
30	2900	16	16000	14500	12
40	1400	12	22000	20000	12
45	1400	12	22000	20000	12, 16
25	1000	10	11500	10500	12
20	1200	10	11500	10500	12
30	950	10	12000	10500	12
30	1100	10	12000	10500	12
45	800	10	8000	6500	12
40	850	10	8000	6500	12
30	1000	8	8000	6500	12
35	900	8	8000	6500	12
45	900	9	6000	4500	12
55	800	9	6000	4500	12
45	850	8	6500	5000	12
40	800	8	6500	5000	12
50	50	0	0	0	0
50	300	0	0	0	0

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Producer.....Joel Breton

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AI, interface.....Ivan Scheblykin
Interface sound engine.....Vladimir Korotkov
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Orchestra.....Symphonic Orchestra "Russian
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Chorus..... Chamber Chorus of Moscow Conservatory
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